

# Command Summary Card

## CENTURION: DEFENDER OF ROME™

### Getting Started

To play Centurion, you need a computer with at least one floppy drive and 640K of memory or 384K for Tandy 16-color. You're system must be running on DOS 2.1 to 3.3. If you want to use a mouse, you need an IBM-compatible mouse and an installed mouse driver. Centurion comes with three 5.25 inch disks or two 3.5 inch disks.

**5.25 inch users** — The game comes with one Program Disk and two DATA Disks. You need to copy the Program Disk and only one of the DATA disks. Find the DATA Disk appropriate to your computer's graphics mode:

**DATA 1 Disk** — EGA or Tandy graphic modes

**DATA 2 Disk** — VGA or MCGA graphics modes

**3.5 inch users** — The game comes with two Program Disks: EGA/Tandy 16 color Program Disk and VGA/MCGA Program Disk. You need to copy only the Program Disk appropriate to your computer.

### Loading — Hard Drive Users

Boot your computer with DOS (any version from 2.1 to 3.3).

### Copying the Game

To copy Centurion onto your hard disk:



1. Type **C:** and press **Enter**. (Type the appropriate drive letter if your hard disk isn't designated as C.)
2. Type **MD\CENTURION** and press **Enter**.
3. Insert the Program Disk into drive A or B. (**3.5 inch users:** Make sure you insert the appropriate Program Disk for your computer — either the VGA/MCGA Program Disk or the EGA/Tandy 16 color Program Disk.)
4. If you inserted the Program Disk into drive A, type **COPY A:.\* C:\CENTURION** and press **Enter**. If you inserted the Program Disk into drive B, type **COPY B:.\* C:\CENTURION** and press **Enter**. **5.25 inch users:** Repeat steps 3 and 4 for the DATA Disk appropriate to your computer.

### Starting the Game

To start Centurion:

1. If you have a mouse, plug it in and load your mouse driver (follow the manufacturer's instructions). **PS/2 model 25 and 30 users:** For best results, connect your mouse to the serial port.
2. Type **C:** and press **Enter**.
3. Type **CD\CENTURION** and press **Enter**.
4. Type **CENTURIO** and press **Enter**. Note: If you want Centurion to run in a certain graphics mode, or if you have a Roland MT32 or Soundblaster sound board, see *Special Loading Features*.

## Loading — Floppy Disk Users

### Copying Your Disks

Boot your computer with DOS (any version from 2.1 to 3.3). Do not play using your original disks — instead, make copies of your disks and play from the copies. If you're playing from 5.25 inch disks, you'll

need two blank, formatted disks. If you're playing from a 3.5 inch disk, you'll only have to copy the Program Disk appropriate to your computer.

### One Drive System

To copy Centurion with a one drive system:

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
2. Type **DISKCOPY** and press **Enter**.
3. You're asked to enter the source disk; insert the Program Disk into the drive and press **Enter**. The computer will tell you when to insert the source disk (the Program Disk) and when to insert the destination disk (the blank disk).  
**5.25 inch users:** Repeat steps 2 and 3 for the DATA Disk appropriate to your computer.

### Two Drive System

Follow this procedure if both drives are the same size. If your drives are not the same size, follow the instructions for one drive systems. To copy Centurion with a two drive system:

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
2. Type **DISKCOPY A: B:** and press **Enter**.
3. You're prompted to insert the source disk in drive A and the destination disk in drive B. Insert the Program Disk in drive A and the blank disk in drive B; press **Enter**. **5.25 inch users:** Repeat steps 2 and 3 for the DATA Disk appropriate to your computer.



- ☛ DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on copying files.

### Starting the Game

To start Centurion from a floppy disk:

1. If you have a mouse, plug it in and load your mouse driver (follow the manufacturer's instructions). **PS/2 model 25 and 30 users:** For best results, connect your mouse to the serial port.
2. Insert your copy of the Program Disk into drive A or B.
3. Type **A:** or **B:** (whichever drive you put the disk in) and press **Enter**.
4. Type **CENTURIO** and press **Enter**. Note: If you want Centurion to run in a certain graphics mode, or if you have a Roland MT32 or Soundblaster sound board, see *Special Loading Features*.

### Special Loading Features

Centurion automatically detects the best graphics mode for your computer; however, there may be occasions when you'll want to change the graphic mode. For example, maybe your computer is capable of handling VGA mode, but you'd rather view the game in EGA mode. The program *does not* automatically detect the best sound mode for your computer (except for AdLib™ and Tandy®). If you want to use a Roland card instead of your internal speaker, you'll need to instruct your computer to use the Roland card.

To load Centurion in a different graphic or sound mode, you have to type an *argument* after the loading command, CENTURIO. The arguments you can use are:

E	Run the game in EGA mode
V	Run the game in VGA mode
M	Run the game in MCGA mode
TANDY	Run the game in Tandy graphics mode
NOSND	Disconnect sound driver
PC	Play music using the personal computer speaker
TN	Play music using the Tandy speaker
ROLAND	Play music using the Roland sound driver
LAPC	Play music using the internal Roland sound driver
MT	Play music using the Roland MT32 sound driver
AD	Play music using the AdLib or Soundblaster sound driver
ADLIB	Play music using the AdLib or Soundblaster sound driver
K	Ignore mouse and use the keyboard only

Let's say you want to load the game in VGA graphics mode. First you'd make sure you've copied the disk with VGA data (DATA 2 Disk or VGA/MCGA Program Disk) to your floppy or hard disk. Next you'd type **CENTURIO V** and press **Enter**. You can type arguments for graphics and sound modes into the same command line — for



example, typing **CENTURION E MT** would run Centurion using EGA graphics and Roland sound.

## Saving Games on Floppies

**5.25 inch 360K users:** You'll need a blank, formatted disk for your saved games. To save a game on your floppy:

1. Select Save Game from the Game Options menu.
2. You'll be prompted to insert your Save Game Disk into a drive (A: or B:, whichever you started the program from). **5.25 inch 360K users:** At the prompt, insert your blank, formatted disk in the drive and press a key. **3.5 inch 720K or 5.25 1.2 MB users:** Your copy of the Program Disk has room for up to nine saved games. Ignore the prompt and press a key.
3. Select a number (1-9) for the game you're currently saving. Type a name for the saved game and press **Enter**.
4. Once the game has been saved, you'll be prompted to insert the Game Disk. Remove the Save Game disk and insert your copy of the Program Disk.

Note: If your floppy drive is not designated as A: or B:, you will not receive a prompt to insert a Save Game disk.

## History Lesson

Once the game loads, you'll be asked to name the historical capitol, city, town, or battle of a particular province. Find the province on the special map included in the package, then locate the item called for on the screen. Type the name of the capital, city, town, or battle and press **Enter**. The game will load and the title screen will appear. Click a mouse button or press any key to continue.

## Selecting Items

You control the game by selecting items such as menu options, provinces, or units on the battlefield. You can select items using a mouse or the keyboard.

**Mouse Users** — Use the mouse to move the arrow cursor to an item. Press a mouse button to select the item. Note: On the Map screen, the right mouse button is used to move legions.

**Keyboard Users** — Use the numeric keypad or the cursor keys to move the arrow cursor to an item. Press **Enter** or the **spacebar** to select the item. Note: On the Map screen, **Enter** is used to move legions.

## Key Commands for Menu Options

Almost every menu option in Centurion has a key assigned to it — pressing that key automatically selects that option. To select a menu option with the keyboard, press the first letter of the option. For example, press **L** to select Legion from the Main Menu. If two or more options share the same initial letter, select the option as you normally would using the arrow cursor.

## Special Key Commands on the Map

The following key commands are available while viewing the map:

<b>E</b>	End Turn
<b>F</b>	Complete fleet list
<b>L</b>	Complete legion list
<b>P</b>	Complete province list
<b>Q</b>	Quit

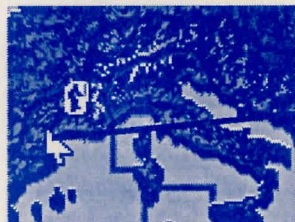


## Music On/Off

Press **Ctrl-S** to turn the music on and off.

## Entering Roman Provinces

You can enter provinces only from the Map.

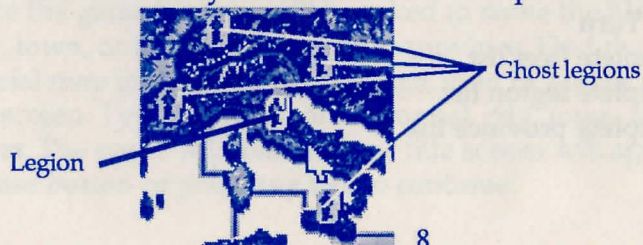


Move the cursor to a Roman province and press the left mouse button or the spacebar.

## Moving Legions From the Map

**Mouse Users** — Move the cursor to a legion and press the right mouse button. The “ghost” legion icons indicate the provinces you can move into and the fleets you can board. Point to the province you want to move into or the fleet you want to board and press a mouse button.

**Keyboard Users** — Move the cursor to a legion and press **Enter**. The “ghost” legion icons indicate the provinces you can move into and the fleets you can board. Point to the province you want to move into or the fleet you want to board and press **Enter**.



## Moving Fleets

**Mouse Users** — Move the cursor to a legion and press the left mouse button. The “ghost” fleet icons indicate the bodies of water you can move into. Point to the body of water you want to move into and press a mouse button.

**Keyboard Users** — Move the cursor to a legion and press the **spacebar**. The “ghost” fleet icons indicate the bodies of water you can move into. Point to the body of water you want to move into and press **Enter**.


## Land Battle

Once you’ve selected a formation and a tactic, the battle begins.

## Directing Individual Units

To give orders to individual units on the battlefield, pause the game by clicking a mouse button or pressing **Enter** or the **spacebar**. Now you can direct any troops within your general’s sphere of influence. To select a unit, place the cursor on the unit and click a mouse button or press **Enter**. A small dot appears on the lower corner of the unit icon and the Unit Status Box appears.

## Mouse Users



Move the cursor to the small dot, hold down a mouse button, and drag the movement line in the direction you want the unit to travel. Once you’ve determined the direction and distance you want the unit to travel, release the mouse button.



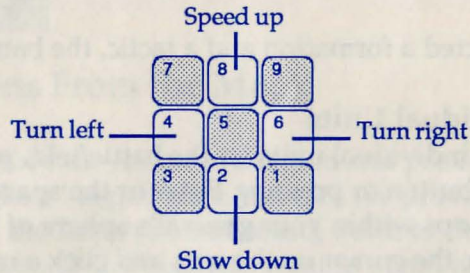
## Keyboard Users



Use the numeric keypad to direct the movement line in the direction you want the unit to move. Once you've determined the distance you want the unit to travel, press **Enter**.

## Naval Battle

Once you've selected a flagship, the splash screen appears. Click a mouse button or press **Enter** or the **spacebar** to begin the battle between your flagships. You can only fight naval battles using the keyboard. To control your flagship, use the following keys:



**Enter** Board enemy ship  
**Spacebar or Insert** Fire Catapult

## Retreating

To flee a naval battle, move your flagship toward any edge of the screen, or simply press **R**. A message will appear asking you if you want to reengage the battle. Select **Yes** to continue the battle or **No** to retreat. If you escape the enemy, a message will appear telling you which sea you retreated to. Your fleet automatically retreats with your flagship.

## Racing Chariots

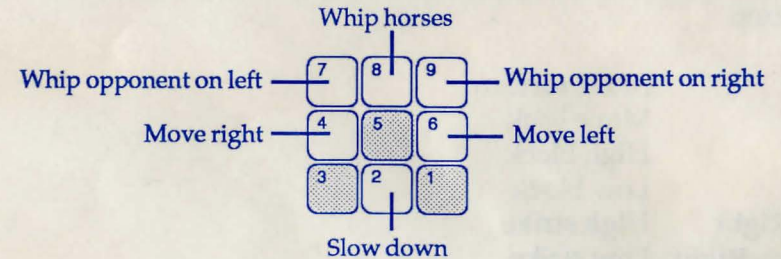
Once you've selected **Race Now**, the charioteers line up at the starting line. Click a mouse button or press **Enter** or the **spacebar** to begin the race.

## Controlling Your Chariot with the Mouse

Move the mouse to the right to steer your chariot toward the outside of the track; move the mouse to the left to steer your chariot toward the inside of the track. Pull back on the mouse to slow down. To whip your horses, press a mouse button. If an opponent is off to your left, press the left mouse button to whip your opponent. If he's to your right, press the right mouse button to whip him.

## Controlling Your Chariot with the Keyboard

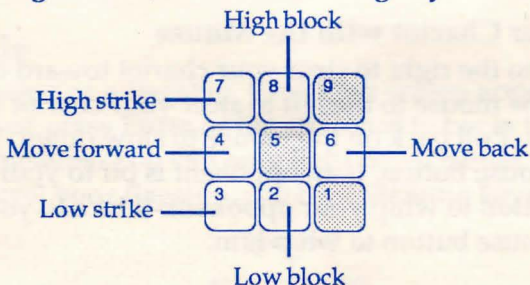
Use the numeric keypad to control your chariot:



**PS/2 model 25 and 30 users** — Press the up cursor key to whip your horses and the down cursor key to slow down. Press the right cursor key to move toward the inside of the track; press the left cursor key to move toward the outside of the track.

## Gladiator Show

Once you've chosen your gladiator and his opponent, you see the Colosseum. Click a mouse button or press **Enter** or the **spacebar** to begin combat. You can only control your gladiator using the keyboard. To control your gladiator, use the following keys:



**PS/2 model 25 and 30 users** — Use the cursor keys to control your gladiator. To strike your opponent, you'll have to press two keys at the same time.

<b>Right</b>	Move forward
<b>Left</b>	Move back
<b>Up</b>	High block
<b>Down</b>	Low block
<b>Up + Right</b>	High strike
<b>Down + Right</b>	Low strike

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